Tales from the Moonstone Mask

Grave News

A 1st Level Adventure for a Party of 4-6

PURPLE BARD GAMES

Chapter 1: A Call to Adventure

Prologue:

"Gather 'round, friends, and lend me your ears, for I shall spin you a tale of valor and fate, set in the heart of our fair City of Neverwinter. Our Tale is a strange one indeed, for it begins where many a tales ends, in a Graveyard...

It is on this very night, when the Moonstone Mask glitters like a jewel upon the city's crown, That our group of intrepid Heroes, find themselves about to have their night's indulgences interrupted by a visitor....

For within the warm glow of lantern light, as they exchanged words both sharp and kind, testing each other's mettle and forging bonds of camaraderie through friendly debate. That lo, just as their voices reached a fervent pitch, a shadow suddenly looms over their table..."

Sergeant Alphonse Knox, Sergeant of the Neverwinter Guard, a figure of authority and steadfast resolve stand silently looking over your assembled group. With an eye keen as a hawk's and a voice rich as a bard's melody, he addresses your party, silencing any quarrels and focusing your minds on a greater cause…

"Adventurers," he proclaimed,*"Neverwinter faces a grave threat, and heroes like you are needed more than ever. A band of Doomguides has vanished into the shadows of Neverdeath, and it falls upon me to uncover their fate."*

"I have sought you out to take on this task, with my word that the rewards will be well worth the trials you shall face." he pauses a moment to allow the Party to take in what he said, and to respond…

Social Encounter: Now is the time for the PC to question Knox about the Mission, Provided, are his responses to some possible questions they may ask.

Question:*"How urgent is this mission?"*
Response:*"Every moment counts. The longer we wait, the less chance we have of rescuing any survivors and preventing further undead incursions. Time is not on our side."*

Question:*"What exactly were the Doomguides doing in Neverdeath?"*
Response:*"The Doomguides were patrolling the graveyard for undead activity. They routinely go out to perform their sacred duty of ensuring the dead rest peacefully and put down any who may endanger the living."*

Question: *"Do we have any leads on what might have happened to them?"*
Response: *"We only have the account of a wounded Initiate who managed to escape. She speaks of an ambush, though her recollection is fragmented and filled with terror. You'll need to get the details directly from her at Gravewatch, the base camp of the Doomguides of Kelemvor."*

Question: *"What kind of dangers should we expect in Neverdeath?"*
Response: *"Neverdeath is known for its restless dead and dangerous creatures. The recent disturbances suggest something more sinister may be at play. Be prepared for anything, from skeletons and zombies to more formidable undead or even dark magic."*

Question: *"Do we have any support or resources for this mission?"*
Response: *"You'll be provided with basic supplies and healing potions at the Doomguides' base camp. Additionally, you have my authority to requisition further aid if necessary from the Adventurer's Guild. The safety of our people is paramount."*

Question: *"What do we do if we find the Doomguides, or worse, their remains?"*
Response: *"If you find survivors, ensure their safety and bring them back. If you find their remains, gather any information on what happened, and ensure they receive proper rites. The Doomguides deserve honor in death as they had in life.*

Question: *"Is there any specific person we should look out for?"*
Response:*"The patrol was led by a respected cleric named Doomguide Brennar. He is a beacon of hope and strength for the Doomguides. If he lives, he will be critical in understanding what transpired and guiding further efforts."*

Question: *"Why choose us for this mission?"*
Response: *"You're new to the City, but already have a reputation for bravery and skill that precedes you. I need adventurers like yourselves, who can handle the unexpected and have the resolve to face great danger. I feel that you have the potential to succeed where others, with less mettle, may fail. Also seasoned adventurers could attract more attention and tip off possible enemies. A group of inexperienced adventurers, like yourselves, might be underestimated, giving you a better chance to gather information and strike when an enemy is unprepared."*

Give the Players enough time to roleplay their encounter with Knox **(about 15 minutes)**, and once your satisfied that they have the information they need, continue with Knox's departure.

Closing: *"As a token of our gratitude for undertaking this perilous task, each of you will receive 75 gold pieces. Additionally, you will each be provided with a potion of healing to aid you in your mission. Complete this mission successfully, and there will be further rewards and opportunities for you with the Neverwinter Guard. Your bravery and service will not go unnoticed."*

Sergeant Knox looks each of you in the eye, his expression grave yet resolute. *"It is true, Time is of the essence, but exploring Neverdeath at night is not recommended. Gather your equipment and rest well tonight. At first light, make your way to Gravewatch, the Doomguides' base camp just inside the main entrance to Neverdeath. There, you will meet Doomguide Volahk, who will brief you further and provide any additional information you might need."*

He pauses, letting his words sink in. *"Remember, the road ahead will be fraught with danger, but I have faith in your abilities. Stay vigilant, work together, and may the gods watch over you."*

Knox then steps back, offering a firm nod. *"Rest well and be ready at dawn. Doomguide Volahk will be expecting you."*

With that, he turns and strides out of the Moonstone Mask, leaving you to prepare physically and mentally for the challenges that lie ahead in the dark depths of Neverdeath…

At this time, allow the Players to role play the rest of the evening, discussing plans, and interaction with other patrons. Try not to have them enter any combat encounters. These should be handle **non-lethally**, and with the Party ending up in Jail. They will be released in time, by Knox **(who will act disappointed in their behavior)** to continue with their mission at dawn…

Sergeant Alphonse Knox

Medium humanoid (human), lawful good

Armor Class **17** (half plate)
Hit Points **58** (9d8 + 18)
Speed 30 ft.

STR 16 (+3) DEX 13 (+1) CON 14 (+2)
INT 11 (+0) WIS 11 (+0) CHA 14 (+2)

Saving Throws Str +6, Con +5
Skills Athletics +6, Intimidation +5, Perception +3
Senses Passive Perception 13
Languages Common
Challenge 3 (700 XP)

Actions

Multiattack. Sergeant Knox makes two melee attacks.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Special Traits

Parry. Sergeant Knox adds 3 to his AC against one melee attack that would hit him. To do so, Sergeant Knox must see the attacker and be wielding a melee weapon.

Inspiring Leader. Sergeant Knox can spend 10 minutes inspiring his companions, choosing up to six friendly creatures (including himself) within 30 feet of him who can see or hear him and who can understand him. Each creature can gain temporary hit points equal to his Charisma modifier (+2) plus his level (9).

Commanding Presence. Once per short rest, Sergeant Knox can use a bonus action to grant one ally within 30 feet who can see or hear him an additional action on their next turn.
These stats reflect Sergeant Knox's role as a capable warrior and leader, making him a valuable ally and authority figure in the adventure.

Chapter 2: Heading for Gravewatch

Introduction:

It is the next morning, as you leave the Moonstone Mask, the sky is painted with hues of orange and pink as the sun starts its ascent, casting long shadows over the cobblestone streets of Neverwinter, which are just beginning to stir with activity. The journey from the Moonstone Mask to Neverdeath's Gate is a short one, taking you through the heart of the city. On your way you pass by various shops and stalls that are just starting to open for the day, with merchants setting out their wares and sweeping their storefronts. Along the way, the party encounters a few early risers going about their business, including the pair of quarreling merchants. One merchant, a middle-aged woman with a stern expression, gestures angrily at the other merchant, a younger man with a nervous demeanor.

The Merchants are:

- **Elena Brightwater:** A middle-aged woman who has been selling her goods in the market square for over a decade. She specializes in herbal remedies and potions, claiming they can cure ailments ranging from the common cold to more serious illnesses. She is known for her no-nonsense attitude and is respected by many in the community.
- **Thaddeus Finch:** A younger man who recently set up his stall in the market square. He is new to the area and sells a variety of exotic spices and rare ingredients. He is eager to make a name for himself but is inexperienced in dealing with the politics of the market.

Elena: She points to a spot on the ground where her stall had been set up for years. *"You can't just come in here and take my spot! I've been selling my goods in this exact location for over a decade!"*

Thaddeus: *"I-I didn't know it was your spot, Elena! The market was crowded, and I needed a place to set up. Can't we come to some sort of arrangement?"*

Elena: *"Arrangement? There's no arrangement to be had! This spot has been mine for years, and I won't give it up without a fight!"*

Thaddeus: *"No, no, please! I didn't mean to cause any trouble."* He then sees that their quarrel had gotten the attention of your Party, *"I just needed a spot to sell my goods. Surely, you can see reason, good sirs and madams?"* he pleads.

Social/Skill Test Encounter: At this point the Party can either walk away, or help solve the dilemma with a few Skill Checks:

Mediation: The party can try to mediate a compromise.

- **Persuasion check DC 12:** Suggesting alternative locations for the younger merchant's stall.
- **Persuasion check DC 15:** Proposing a schedule for sharing the space.

Investigation check DC 15 (10 if the spend over an hour): The party can investigate the situation further, talking to other merchants or city officials to determine if the spot is indeed reserved for the older merchant.

Intimidation/Diplomacy: Depending on the party's inclination, they could use their skills to intimidate or persuade one of the merchants to back down.

- **Check DC 10** vs.Thaddeus
- **Check DC 20** vs.Elena

The Merchant that wins will offer the Party a permanent 15% discount on all the ware in their stall.

Once they are able to make peace, continue on to Neverdeath.

After resolving the dispute between Elena Brightwater and Thaddeus Finch, you continues your journey through the waking city of Neverwinter.

The market square begins to bustle with activity as more vendors set up their stalls and early morning shoppers start to fill the streets. The sounds of merchants hawking their goods, the clatter of carts, and the hum of conversation create a lively atmosphere.

But as you move away from the market, the streets become quieter.

The residential areas you pass through are just beginning to stir. The smell of freshly baked bread wafts from a nearby bakery, and a few early risers can be seen sweeping their doorsteps or preparing for the day ahead. The warm, golden light of dawn bathes the buildings in a soft glow, casting long shadows across the cobblestones.

You continue, following the main thoroughfare towards Neverdeath, navigating through narrow alleyways and past imposing structures. You pass the Protector's Enclave, where the grand Hall of Justice stands as a symbol of order and governance in the city, bathed in the sun's golden light, and guards in polished armor patrol the streets, keeping a watchful eye on the early morning activity

As you near Neverdeath's Gate, the atmosphere changes. The hustle and bustle of the city fade, replaced by an eerie quiet. The towering gate looms ahead, flanked by two solemn statues of armored warriors. The air grows cooler, and a thin mist begins to rise from the ground, obscuring the path ahead.

Once, within Neverdeath:

Beyond the gate, you look down a small hill, and catch a glimpse of the tents and fires of the base camp called Gravewatch, through patches of ground fog, and beyond that is the sprawling Neverdeath Graveyard, its ancient tombstones and crypts shrouded in mist.

The sense of foreboding is palpable, and you mentally prepare yourselves for whatever challenges lie ahead within the graveyard's eerie confines.

The journey from the Mask to Gravewatch has taken about 30 minutes, with the encounter with the merchants adding a brief but memorable detour. Now, you stand at the threshold of the beginning of your adventure, ready to face the mysteries and dangers that await you in Neverdeath.

Neverdeath is the vast and eerie grave yard of the city of Neverwinter.

Known for its expansive grounds and dense fog, the cemetery is filled with ancient tombstones, mausoleums, and crypts.

Notable Areas:

- **Lantern Way:** *An ancient road with flickering lanterns casting ghostly lights.*
- **Whispering Meadow:** A section of the cemetery where overgrown plants have been corrupted by dark magic, and is where restless Spirits roam.
- **Valiant's End:** A secluded and solemn area , named in honor of the brave warriors who fell defending Neverwinter. This area is marked by a somber atmosphere and is often visited by those who wish to pay their respects to the fallen.
- **Pauper's Rest:** A section dedicated to the burial of Neverwinter's less fortunate citizens. It is a somber area marked by simple, unadorned graves and minimalistic markers.
- **Corpse Grove:** An area filled with trees whose roots are nourished by the dead, making them dark and twisted.
- **Craftsman's Rest:** A section dedicated to the skilled laborers and artisans of Neverwinter. This area pays homage to the city's hardworking individuals whose craftsmanship contributed to the city's growth and prosperity.
- **The Rift:** A dangerous and unstable section, created by a catastrophic magical event that tore the ground apart. This chasm is filled with dark energies and is considered one of the most perilous areas within the cemetery.

Chapter 3: Gravewatch

Introduction:

Following a well-worn path of cobblestones down the hill, your group soon enters Gravewatch, the base camp of the Doomguides of Kelemvor.

It is a somber yet organized site within Neverdeath Cemetery. Tents and makeshift structures are scattered among the gravestones, arranged in a strategic layout that suggests both functionality and respect for the sacred surroundings.

From the outskirts, you clearly see a large central area, which appears to serve as a gathering point, with a large, crackling fire pit providing warmth and light. As you survey your surroundings, you hear someone shout, *"Halt!"*.

Turning around you spot a pair of guardmen (see Appendix), clad in dark, somber robes, with their faces partially obscured by hoods, and the symbol of Kelemvor (Upright skeletal arm holding the golden scales of justice) embroidered upon their chest, emerge out of the mist, holding their halberds firmly. One of the guards, his voice stern and authoritative commands, *"Identify yourselves and state your purpose here."* The second guard steps forward, scrutinizing the party. *"This camp is restricted to Kelemvor's Chosen, and authorized personnel only. Explain your presence, or be turned away."*

The party can now respond by explaining their mission or try to deceive the guards.

Telling the truth will get the Party an audience with Doomguide Volahk , and does not require a skill check.

Whereas, trying to lie to them requires a **Deception check DC 18** to succeed, a failure will result in them being escorted to the Gates and told firmly not to comeback.

Once you inform the guards of the reasons for your visit, the guards exchange wary glances but seem to recognize the authority behind Sergeant Knox's name.

After a moment, the first guard nods. *"Very well,"* he says. *"If you are here on Sergeant Knox's orders, you may proceed. Doomguide Volahk is in the command tent. He will want to speak with you."*

With a nod from the guards, you are allowed to continue into the camp, heading for it's center, and the largest tent, which the guards identified as the command tent.

There you are greeted by a somber figure standing at the entrance of the tent, giving orders to one of his men.

Doomguide Volahk, is a tall and imposing man with stern features, he notices your approach, and quickly dismisses the man he was talking to. His dark robes are adorned with symbols of Kelemvor, the god of the dead, and his eyes convey both weariness and determination.

"Welcome, adventurers,"* Volahk says, his voice deep and resonant. *"I am Doomguide Volahk. I understand that you have been sent by Sergeant Knox to aid us in the investigation of our missing patrol."

He gestures for the party to follow him inside the tent. The interior is modest, with a large wooden table at the center covered in maps, scrolls, and various documents. Lanterns cast a dim light, creating an atmosphere of quiet focus.

Volahk takes a seat and motions for the party to do the same. *"The situation is dire,"* he begins. *"Our patrol went missing two days ago while investigating reports of increased undead activity near Valiant's Rest. One of the acolytes in the patrol was wounded and ordered to report back here, it appears to have been an ambush by unknown forces.*

Unfortunately, her wounds were grave enough, that she was not able to give us anything except their last position."

He points to a map on the table, indicating the last known location of the patrol. ***"We have sent out search parties to the area, but the graveyard is vast, and we have found no trace of them, though I must admit we lack a skilled tracker within our ranks. We suspect that something more sinister may be at work."***

Volahk's eyes narrow as he continues. ***"The undead in Neverdeath have grown more restless in recent weeks. We have heard whispers of necromantic rituals and dark forces at play. Your task is to find out what happened to our patrol and, if necessary, put an end to any threats you encounter."***

"You have my authority to speak to the witness Acolyte Leela, our healers have reported to me that she has recovered enough for questioning." **Volahk stands up slowly, as if he carried a great weight,** ***"I shall not detain you any longer, we all have our duties to perform. What is your next move Adventurers?"***

At any point, the party may ask questions. The following are some possible questions with responses:

Question: *"Can you tell us more about the Whispering Meadows?"*

Response: *"The Whispering Meadows is an older part of Neverdeath, known for its eerie atmosphere and the restless spirits that linger there. It is less maintained than other areas, making it a breeding ground for undead. Be cautious as the terrain can be treacherous, and the spirits there are often hostile."*

Question: *"What kind of undead creatures should we expect?"*

Response: *"Expect to encounter zombies, skeletons, and possibly ghouls. The Whispering Meadows may also harbor more powerful undead, such as wights or ghosts, due to the high concentration of necromantic energy in the area. Be prepared for anything. Also, I got a report this morning of a "unidentified winged shadow" seen in the area of the ambush"*

Question: *"How can we identify the location of the missing patrol?"*

Response: *"Look for signs of struggle—disturbed graves, broken weapons, and tracks leading deeper into the graveyard. The patrol was heading toward the section of Neverdeath known as Valiant's End."*

Doomguide Volahk

Medium humanoid (human), lawful good

Armor Class 18 (plate armor, shield)
Hit Points: 67 (9d8 + 27)
Speed 30 ft.

STR 18 (+4) DEX 10 (+0) CON 16(+3)
INT 12 (+1) WIS 14 (+2) CHA 12 (+1)

Saving Throws: Wis +5, Con +6
Skills: Perception +5, Religion +4
Senses Passive Perception 15
Languages: Common, Celestial
Challenge: 5 (1,800 XP)

Actions

- **Multiattack.** Volahk makes two melee attacks.
- **Longsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.
- **Shield Bash.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Special Traits

- **Divine Sense (3/Day).** Volahk can use an action to detect the presence of strong evil and powerful good. Until the end of their next turn, they know the location of any celestial, fiend, or undead within 60 feet of them that is not behind total cover. They know the type (celestial, fiend, or undead) of any being whose presence they sense, but not its identity.
- **Lay on Hands.** Volahk can heal a creature they touch. They have a pool of healing power that replenishes when they take a long rest. With that pool, they can restore a total number of hit points equal to their level × 5 (45 HP). As an action, they can touch a creature to restore any number of hit points remaining in the pool, or 5 hit points to either cure a disease or neutralize a poison affecting the creature.
- **Divine Smite.** When Volahk hits a creature with a melee weapon attack, they can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend.

Closing: Volahk concludes the briefing by reinforcing the gravity of their mission and offering a final piece of advice: *"Remember, the forces at play here are not to be underestimated. Stay vigilant, work together, and may Kelemvor guide your path. We are counting on you to uncover the truth and bring our brothers and sisters back. Good luck, adventurers."*

With your next move clear, you take a moment to gather your thoughts before heading to the healer's tent to speak with Acolyte Leela

The healer's tent is situated nearby, a modest structure with a faint glow emanating from within. As you approach, you can hear the soft murmurs of the healers attending to the wounded.

Inside the tent, the air is thick with the scent of medicinal herbs and the quiet hum of healing magic. Brenna lies on a cot, her face pale but her eyes open and alert. She turns her head as the party enters.

The Party should introduce themselves, and ask about her ordeal, her memory is still foggy about what happened.

Brenna recounts the harrowing events of the ambush:

"We were five hours into a routine patrol. I was in the center of the formation with Commander Brennar and the supply wagon, serving as his assistant and driver. Everything was going smoothly until cries of 'Ambush!' rang out from up ahead. That's when we saw them." **Her face tenses as she recalls the encounter.**

"They emerged from their hiding places among the graves on both sides—gnolls and the undead. A flash of magic drew my attention to the front, and I glimpsed a bald man in dark red robes. He wielded foul magic, taking down three of us instantly. I remember his eyes—they glowed with a sinister light.

She physically shudders. ***"Then, burning pain!"*** **Her hand instinctively goes to her bandaged side.** ***"I was hit by an arrow,"*** **she says, wincing at the memory.** ***"It was poisoned, I think. The Commander ordered me to retreat and warn the camp. Then he rushed into battle. I spurred the horses into action, driving through the creatures at our rear, and barely made it back before collapsing. I wish I could have done more."***

At this point the party may ask questions. The following are some possible questions with responses:

Question: *"Can you describe the ambush in more detail?"*
Response: *"I wish I could remember, but it all seem like a nightmare now."*

Question: *"What can you tell us about the Red Wizard?"*
Response: *"I remember his magic was powerful—more powerful than anything we were prepared for. He seemed to revel in the chaos and death he brought. I have never encounter one, but I think he was one of the Red Wizards of Thay, but that just a guess."*

Question: *"Do you remember anything else about the gnolls or their behavior?"*
Response: *"I remenber their yellow eyes, and their snapping fangs as they tore the throat out of one of my brothers. The gnolls were fierce and relentless. Normally, gnolls are chaotic and disorganized, but these... they were different. They moved with purpose, as if they were part of a well-trained unit."*

Closing: She looks each of you in the eye, her expression earnest. ***"I know you're just starting out, but we believe in you. May Kelemvor guide your steps and grant you the strength to uncover the truth and put an end to this darkness."***

With that, she offers a weak but hopeful smile, clutching her bandaged side. ***"Thank you for listening, and for your willingness to help. Be careful out there. Neverdeath is full of dangers, but I believe you have what it takes to succeed."***

At this point, if they haven't asked, have Doomguide Volahk, and a pair of Acolytes come up to the Party with the Following:

- **Potions of Healing** 1 per Party Member **(each heals 2d4 + 2 HP)**
- **2 Vials of Antitoxin** (advantage on saving throws against poison for 1 hour)
- **2 Flasks of Holy Water** (can be used against undead, dealing 2d6 radiant damage on a hit)
- **Rations** (enough for 3 days for each party member)
- **Waterskins** (filled, one for each party member)
- **2 Small Tents** (can accommodate the whole party)
- **Bedrolls** (one for each party member)
- **6 Torches & 1 Hooded Lantern** (with 2 flasks of oil),
- **Rope:**, 50 feet of Hempen Rope
- **Detailed Map of Neverdeath Cemetery**
- **Healer's Kit** (10 uses, allows stabilization of a dying creature without needing a Medicine check)

Closing:

It's been an hour and a half since you enter the camp, and preparations are done.

As you move out to start you investigation, Doomguide Volahk has some final words, *"Thank you for your willingness to help, adventurers. The fate of our patrol rests in your hands now. Remember, time is of the essence. The undead do not rest, and neither can we afford to. May Kelemvor guide your steps and grant you the strength to face the darkness ahead."*

He gestures toward the cemetery entrance. "Follow the main path through Lantern Way to Whispering Meadows, then follow the map to Valiant's End. Stay vigilant, and may you return with good news."

End of Part 1

Chapter 4: A Walk Among the Tombstones

Introduction:

As the party exits the camp, the environment changes rapidly. The orderly camp gives way to the eerie silence of Neverdeath Cemetery. The path is narrow and winding, flanked by ancient tombstones and mausoleums. The air is thick with the scent of decay and the oppressive weight of the undead's presence.

The path ahead leads the adventurers to Lantern Way, an ancient road lined with broken lanterns that flicker weakly, casting ghostly lights on the surrounding graves. The overgrown and crumbling pathways and ever present mist, make travel trecherous, and you feel that you must stay alert to any signs of potential dangers.

Here's some Optional Encounters to use in Lantern Way:

Encounter 1: Shadowy Figures

Description: As the party progresses down Lantern Way, they notice shadowy figures flitting between the graves. These shadows are actually Shadowy Illusions created by the Cementary's residual Necromatic magic.

- **Number of Illusions:** 2-5 **(1d4+1)**
- **Location:**Among the gravestones, blending in with the darkness.
- **Tactics:** The illusions attempt to spook the adventurers, causing them to make **DC 10 Wisdom saving throws** to avoid being frightened. Once the party realizes the shadows aren't real **(successful Investigation check, DC 12)**, the illusions dissipate.

Encounter 2: Grasping Vines

Description: In Whispering Meadow, the overgrown plants have been corrupted by dark magic. The vines can animate and attempt to entangle the adventurers.

- **Number of Vines:** 3-4 animated vines **(use statistics similar to a Vine Blight [MM p32] but with *reduced damage).**
- **Location:** Scattered across the meadow, especially near large tombstones and monuments
- **Tactics:** The vines attempt to grapple and restrain the adventurers **(DC 10 Strength or Dexterity saving throw to escape).** The vines' attacks are non-lethal and deal minimal damage ***(1d4 bludgeoning)**.

Encounter 3: Necromantic Fog

Description: The mist in the cemetery is not just an ordinary fog; it wandering wisps of necromatic energy. The fog can cause disorientation, fear, or even hallucinations.

1. **Fog Effects:** Periodically, the mist thickens and requires a **DC 10 Wisdom saving throw** to avoid becoming frightened or disoriented **(similar to the Fog Cloud spell [PHB p243] but with additional fear effects)**.

2. **Location:** Throughout Lantern Way and Whispering Meadow.

3. **Tactics:** The fog serves as a constant hazard, forcing the adventurers to move carefully and potentially separating them if they fail their saving throws.

Adjustments for Different Party Sizes:

- **4 Adventurers:** Reduce the number of enemies in each encounter by 1, and lower the DCs for saving throws by 2.

- **6 Adventurers:** Increase the number of enemies in each encounter by 1-2, and slightly raise the DCs for saving throws by 2.

Combat Encounter: Alvin and the Ghouls

Description: As the party navigates the misty and overgrown pathways, they come across a peculiar scene. A slightly dishevelled and eccentric looking gravedigger, is desperately fighting off a small pack of ghouls.

Encounter Setup:

As you make your way along the path, you hear high-pitched, frantic shouting coming from up ahead. *"Back off, you rotten rascals! This is my graveyard, not your buffet!".*

Moving towards the shouting, you come to find an old man, standing behind a small turned over cart, armed with a shovel, and trying to fend off three creatures, with sickly gray skin stretched tight over their skeletal frames, and eyes that glow with a faint, eerie blue light, their mouths, filled with sharp, yellowed teeth, constantly snapping and drooling as they lunged at their potential meal.

The man swings his shovel wildly parrying their advances, his weathered face a mix of fear and determination. As he notices you, his shouts become more directed, *"Hey, you there! Yes, you with the swords and spells! A little help would be appreciated!"*

Encounter Details:

Initiative: Roll for initiative for the party and the ghouls. Alvin does not actively participate in combat but will provide moral support.

Ghouls' Tactics: The 3 ghouls focus on Alvin initially but will turn their attention to the party once they intervene.

Alvin's Actions: Alvin **(stats of a Commoner MM p345])** shouts encouragements and warnings, providing helpful insights about the ghouls' weaknesses **(e.g., *"Aim for their knees, they hate that!"*).** He occasionally swings his shovel at a ghoul, but his attacks are mostly ineffective.

Adjustments for Different Party Sizes:

- **4 Adventurers:** Reduce the number of ghouls to 2.
- **6 Adventurers:** Increase the number of ghouls to 4.

Victory: Once the ghouls are defeated, Alvin collapses against a gravestone, panting and clearly relieved.

Aftermath: Alvin will thank the adventurers profusely as he rights his cart, and introduces himself, grabbing a jug from the spilt cart and offering to share, his high-pitched voice now full of gratitude.

At this point the party may ask questions. The following are some possible questions with responses:

Questions: *"What were you doing here?"*
Response: *"I was just tending to the graves, as usual, when these nasty ghouls jumped out of nowhere! It's like they were waiting for me!"*

Questions: *"Do you know anything about a Red Wizard seen in Neverdeath?"*
Response: *"Oh, ya must be working for the Doomies! Seen them walking about…question me twice, asking the same damn thing. I will tell ya what I told them, haven't seen any Wizard, from Thay or anywheres."*

Questions: *"Have you seen anything strange recently?"*
Response: *"Besides the ghouls? Well, the dead have been more restless than usual. I heard whispers about some powerful artifact, it's was surpposed ta been hidden by Nevermember and his cronies in one of the old Mausoleum near where them Doomies met their ends. Maybe that's why this wizard's lurking about?"*

Closing: Alvin points the party in the right direction, offering them a few parting words of wisdom and humor. He advises them to be careful and avoid making too much noise, as the spirits of Whispering Meadow are attracted to loud sounds.

He also provides them with **two jugs of his "Brew" which is pure alcohol and when exposed to fire acts as Alchemist's Fire [PHB p148].**

With Alvin's information and their path now clearer, the adventurers can continue their journey to Whispering Meadow.

Chapter 5: Shadows of the Past

Introduction:

As you leave Lantern Way behind, the atmosphere changes dramatically. The narrow, winding path gives way to a vast, open expanse of gravestones, monuments, and mausoleums stretching out into the mist-shrouded distance. The mist here is thicker, swirling and whispering among the tombstones, lending an eerie and unsettling air to the surroundings.

The ground beneath your feet is soft with moss and overgrown grass, muffling your footsteps and adding to the sense of isolation and quiet. The occasional rustle of leaves or creak of old branches adds to the eerie ambiance, making you feel as though you are not alone in the cemetery.

The tombstones here are weathered and worn, some leaning at odd angles or broken, others covered in ivy and moss. Strange symbols and epitaphs adorn many of the graves, hinting at lives long past and mysteries long forgotten.

Moving deeper into Whispering Meadow, the mist seems to thicken, obscuring your vision and making it difficult to see more than a few feet ahead. The air is heavy with the scent of damp earth and decay, and a sense of foreboding settles over you as you press on, unsure of what dangers or secrets the cemetery may hold.

At this point the Party can avoid attracting the Spirits by staying quiet.

Have them make **DC 8 Stealth checks** to avoid attracting the Spirits. If more than half succeed go to next area, if half or more fail, continue to **Encounter: The Whispering Spirits**

Encounter: The Whispering Spirits

Description: As the party moves through Whispering Meadow, the mist thickens, and they begin to hear faint whispers carried on the wind. The whispers seem to be coming from the tombstones themselves, and the air feels charged with a strange energy.

Setup: The party notices a group of ghostly apparitions, resembling figures in tattered clothing, drifting aimlessly among the graves. These are the spirits of long-dead residents of Neverwinter, trapped in the cemetery due to unfinished business or a curse.

Number of Spirits: 3-4 **(1d2+2)** spirits

Location: Scattered throughout the meadow, appearing and disappearing among the tombstones.

Tactics: The spirits are not hostile but are instead lost and confused. They try to communicate with the party through their whispers, which are difficult to understand at first. The spirits may offer cryptic clues or warnings about the dangers ahead in the cemetery.

Interaction: The party can try to communicate with the spirits by making a **DC 12 Charisma (Persuasion) or Charisma (Intimidation) check**. On a successful check, the spirits reveal a piece of information about the cemetery's history or the location of a hidden grave with a valuable item. **(see Tidbits)** On a Failed check, you strain to understand the whispers of the spirits, their voices suddenly rise to a deafening cacophony in your mind. You feel a searing pain as if your brain is being pierced by a thousand needles, and you take **1d6 psychic damage, and may become frightened or unnerved**. Succeed with a **DC 10 Wisdom saving throw for half damage only**.

Adjustments: For a larger party, you can increase the number of spirits or make the whispers more intense and unsettling, requiring **Wisdom saving throws DC 12** to avoid being frightened or unnerved.

Tidbits Learned from Spirits: *(Roll 1d12)*

DM, feel free to adjust or expand upon these tidbits as you see fit for your campaign.

1. **History of Neverwinter:** *"Long ago, Neverwinter was founded by Lord Halueth. His vision shaped the city into a beacon of civilization amidst the wilds."*
2. **Cemetery Secrets:** *"Beneath the old willow tree lies a hidden passage to the catacombs, where the forgotten dead rest with their treasures."*
3. **Warnings of Danger:** *"Beware the crypt of the Whispering Lady. Her ghostly wails can drive even the bravest soul to madness."*
4. **Quest Hooks:** *"My daughter's locket was buried with me, but now it's lost. Find it and return it to her, so I may finally rest."*
5. **Clues to the Artifact:** *"Seek the mausoleum of Lord Davenmor, where what you seek lies."*
6. **Personal Stories:** *"I was once a blacksmith in Neverwinter, forging weapons for the city's defenders. My greatest work, a sword named 'Sunfire,' lies buried with me."*
7. **History of Neverwinter:** *"During the Plague of Dragons, Neverwinter stood as a bastion against the draconic horde, thanks to the bravery of its citizens and the magic of its wizards."*
8. **Cemetery Secrets:** *"The statue of the weeping angel conceals a hidden chamber where the cemetery's original charter is kept, signed by the city's founders."*
9. **Warnings of Danger:** *"The mist conceals more than just graves. Beware the the 'Black Death that hunts from Above' it seeks it prey on the boundaries of Whispering Meadow."*
10. **Quest Hooks:** *"My love and I were to be wed, but tragedy struck before we could exchange vows. Find her grave and place this ring upon it, that we may be united in death."*
11. **Clues to the Artifact:** *"The key to finding the Crown lies in the Life's Blood of Herald of Kelemvor. It shall reveal the way."*
12. **Personal Stories:**

    "In life, a bard of ballads bright, With stirring songs of day and night...

    My harp, dear 'Whispersong', so fair, Now rests beneath, in earth's embrace there...

    Awaiting hands both true and kind, To strum its strings and hearts to bind...

    Oh seeker, come, fulfill this quest, And carry forth my tuneful zest...

    In song and story, live my name, Continue on my bardic flame...

    For 'Whispersong' with you shall sing, Of magic, love, and everything."

Closing: Once the party has gathered their tidbits of information, it's time to leave Whispering Meadow and head into Valiant's End.

You feel a renewed sense of purpose as you leave behind the corrupted vegetation and fog of Whispering Meadow, and step onto the firmer ground of Valiant's End.

Chapter 6: Valiant's End

Introduction:

The transition from Whispering Meadow to Valiant's End is stark. You find yourselves on a path that leads through a more organized, yet equally haunting part of the cemetery. Valiant's End, a historical section of Neverdeath, is known for being the final resting place of many of Neverwinter's fallen heroes.

Tall, weathered statues of long-forgotten warriors stand guard over ancient graves, their stoic expressions hinting at battles fought and sacrifices made. The mausoleums here are grander, with intricate carvings and inscriptions that tell tales of valor and honor.

At this point of the party's journey, they should have no more encounters until reaching the Ambush site.

Investigaing the Site:

You make good time from Whispering Meadow to the approximate spot of the ambush.

Investigation Check: As the party explores the area, they can make an **DC 15 Investigation check** to notice all the signs of the fight, including the broken branches, overturned stones, faint tracks, discarded arrows, splashes of dried blood, and scattered pieces of armor from the Doomguides. **On a failure**, they notice only the broken branches and overturned stones.

Failure: You find a few discarded arrows, splashes of dried blood, and scattered pieces of armor from the Doomguides.

Success: You also find faint tracks leading deeper into Valiant's End.

Once they find the clues and decide to go to the mausoleum of Lord Davenmor or follow the tracks, they notice 4 "Doomguides" shambling towards them.

Go to Encounter "Mistaken Survivors"

Encounter: Mistaken Survivors

Description:

As you prepare to head deeper into Valiant's End, you notice figures stumbling towards you in the distance.

Initially, they appear to be surviving Doomguides, but as they move closer, the horrific truth becomes clear—these are not survivors, but reanimated corpses of the fallen Doomguides.

These Doomguides have been reanimated, their lifeless eyes now glowing with a malevolent light.

Roll Initiative!

Setting: The encounter takes place in a misty clearing surrounded by ancient, crumbling tombstones. The eerie silence is broken only by the soft groans of the approaching figures. **At the encounter's start, the Zombies are 30 ft away**

Enemies:

- **4 Reanimated Doomguide Zombies (use statistics of Zombies [MM p316] with AC 14, melee attack +4).**
- **1 Doomguide Zombie Leader (use statistics of Zombies [MM p316] AC 15 melee attack +5).**

Tactics:

- The Reanimated Doomguide Zombies shamble towards the party, using their numbers and resilience to overwhelm. They retain some semblance of their training, occasionally using crude, coordinated attacks.
- The Doomguide Zombie Leader directs the others, focusing on any spellcasters or ranged attackers in the party. It uses its stronger attacks to break through the party's front line.
-

Narrative and Flavor: As they approach, the zombies occasionally utter garbled words from their past lives, such as “Protect… Neverdeath…,” adding to the horror of their current state. The zombies wear the tattered and blood-stained robes of the Doomguides, with broken holy symbols of Kelemvor hanging from their necks. They show signs of being partially devoured.

Combat: Defeat the reanimated Doomguides to end their suffering and cleanse their souls.

Investigation: After the fight, a closer examination of the zombies reveals that they were reanimated by a powerful necromantic spell.

Adjustments for Different Party Sizes:

- **4 Adventurers:** Reduce the number of Reanimated Doomguide Zombies to 3 with no Doomguide Zombie Leader
- **6 Adventurers:** Increase the number of Reanimated Doomguide Zombies to 5.

With the Zombie destroyed, the party is now free to travel to their final destination, the **Mausoleum of Lord Davenmor**.

Chapter 7: Gnoll Camp

Introduction:

You push forward through Valiant’s End, drawing closer to Lord Davenmor's mausoleum. The eerie silence is broken only by the distant, hyena-like cackles of gnolls. Ahead, you spot their camp, a rough, hastily assembled encampment just outside the imposing granite structure of the mausoleum.

The gnoll camp is a grim sight, with crude tents and makeshift fortifications. Fires burn low, casting flickering shadows over the area. From your vantage point, you count five crude tents made of animal hides and scavenged materials.

A central fire pit smolders, used for cooking and warmth. Nearby, a crudely fashioned cage holds six Doomguide captives, each bearing various cuts and bruises, their expressions weary but defiant.

A large gnoll, their leader no doubt, stands near the central fire pit. He is larger and more imposing than the others, with a scarred, battle-worn appearance. His eyes gleam with a malevolent intelligence, and he wields a massive, rusted axe and wears a patchwork of armor pieces scavenged from fallen foes.

Two gnolls patrol the perimeter, their eyes constantly scanning for threats. They are leaner and more agile, with sharp, yellowed teeth and claws. Each carries a longbow and a quiver of crude arrows, ready to strike from a distance.

The rest of the pack is made up of four hulking figures covered in muscle and sinew. They wear piecemeal armor and carry heavy clubs or maces. Their eyes shine with a savage hunger.

There appears to be no sign of the Red Wizard, but the open doors of the mausoleum suggest his possible location.

At this time, the party should make plans for their next move. They have several options to consider:

1. Sneak past the Gnolls and enter the Mausoleum
2. Attack the Gnolls head-on
3. Break the prisoners out and then attack with superior numbers

Once the party has made their decision, proceed with rolling initiative and/or the appropriate skill checks as noted below.

Option 1: Sneak Past the Gnolls and Enter the Mausoleum

Stealth Checks DC (13 Stealth): Each character must make a check to avoid detection by the gnolls.

- **Success**: The party successfully sneaks past the gnolls and can enter the mausoleum. **(Go to Chapter 8)**
- **Failure:** Any failed check alerts the gnolls, and the party must either engage in combat or make a quick escape attempt.

Perception Check (DC 15): Once at the mausoleum entrance, a Perception check can be made to detect any traps or hidden enemies near the entrance. **(There are no traps or enemies.)**

Option 2: Attack the Gnolls Head-On

Initiative: Roll for initiative as normal to determine the order of actions in combat.

Combat Mechanics: Use the Stats from the Monster Manual **(see Gnoll Camp Roster)**

Option 3: Break the Prisoners Out, Then Attack with Superior Numbers.

Stealth Checks vs. DC 13: Each character must make a check to approach the cage unnoticed.

- **Failure:** Any failed check alerts the gnolls, initiating combat.

Lockpicking or Breaking the Cage:

- **DC 15 Dexterity Check (Thieves' Tools):** To unlock the cage quietly.
- **DC 17 Strength Check:** To break the cage open if they lack tools. **(this will alert the Gnolls)**

DC 13 Deception or Performance check: to draw gnoll attention away from the cage. One or more characters can create a distraction **(such as throwing a rock or using a minor illusion spell)**. Success with draw off the hunters for **1d6 rounds.**

- **DC 10 Stealth Checks:** The rest of the party must make checks to reach the cage unnoticed if distraction is successful.
- **Initiative:** Roll for initiative as normal once the prisoners are freed or if combat is initiated due to a failed check.

Combat Mechanics: Use the stat blocks for the gnolls as noted in **(Gnoll Camp Roster)**, and the Doomguide prisoners **(2 Veterans [MM p350], 4 Guards [MM p347] They a at 3/4 health due to wounds, and weaponless)**.

The prisoners can join the fight, providing additional numbers and support. If weapons are not available, they will use firewood as makeshift clubs.

Once the gnoll are defeated, the party may ask the Prisoners questions. The following are some possible questions with responses:

Questions: *"What happened during the ambush?"*
Response: *"It was chaos. We were on our regular patrol when we spotted a gnoll hiding among the graves. Then, a Red Wizard appeared, casting dark spells. We didn't stand a chance. I saw Brennar trying to hold the line, but we were outnumbered and outmatched."*

Questions: *"Do you know what the Red Wizard is looking for?"*
Response: *"From what I overheard, they're after some kind of artifact. Something powerful that was hidden in the old mausoleum."*

Questions: *"Did you see where they took Brennar?"*
Response: *"Yes, I did. They dragged him towards the mausoleum after the battle. He was still alive, but barely. The Red Wizard mentioned something about needing his blood to reveal the correct tomb. We need to hurry if we're going to save him."*

Here's a suggestion for treasure that the party could find in the gnoll camp:

- **Bloodied War Banner:** A tattered banner that once belonged to the gnoll pack. Despite its worn condition, it bears intricate designs and is made from high-quality fabric. **It could be sold to a collector or historian for 50 gold.**
- **Gnoll Totem:** A wooden totem carved with symbols of Yeenoghu, the gnoll god of savagery. It radiates a faint magical aura. If studied or researched, it could provide insights into gnoll culture and religion. **It could be sold to a scholar or collector for 75 gold.**
- **Gnoll Chieftain's Necklace:** A necklace made from the teeth of various creatures, including humans, elves, and other humanoids. Despite its grisly appearance, **it is adorned with small gemstones worth a total of 100 gold.**
- **Sack of Loot:** A sack containing various stolen items, including silverware, jewelry, and trinkets, looted from travelers and villages. **The total value of the items is 150 gold.**
- **Crude Map:** A map crudely drawn on animal skin, showing the location of other nearby camps or points of interest. It could lead to further adventures or hidden treasures.
- **Chest of Supplies:** A chest containing various supplies stolen from caravans, including food, weapons, and potions. **The contents could be used by the party or sold for a total of 200 gold.**

Closing: Doomguide Alric speaks up as you prepare to enter the Mausoleum. *"Thank you for your help. We owe you our lives,"* he says, looking at each of the other wounded Doomguides. *"I know you must go now into the Mausoleum, and stop that wizard. Brennar's life depends on it, and so does the safety of Neverwinter. But I fear we would hinder you. We shall head back to Gravewatch for reinforcements, and return as soon as possible. Good luck, and may Kelemvor watch over you."*

Once the party is finished in the Gnoll Camp, go to Chapter 8 Mausoleum of Lord Davenmor.

End of Part 2

Gnoll Camp Roster

1 Gnoll Fang of Yeenoghu
(MM p163)

2 Gnoll Hunter
(MPMM p144)

5 Gnolls
(MM p163)

Chapter 8 Mausoleum of Lord Davenmor

Introduction:

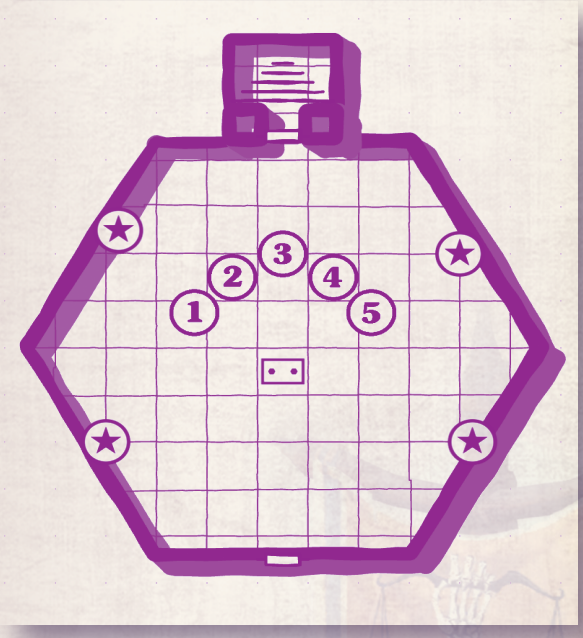
As you approach the grand entrance to the Mausoleum of Lord Davenmor, the air grows thick with an eerie silence, broken only by the occasional rustling of leaves and distant howls of unseen creatures.

Towering before you is the ancient stone structure, its facade adorned with intricate carvings depicting heroic deeds and legendary battles of Lord Davenmor, the famed hero of Neverwinter.

Vines and moss cling to the weathered stones, a testament to the centuries that have passed since Davenmor's heroic exploits.

The large, double doors stand ajar, a foreboding invitation into the darkness within. The torches flicker, casting dancing shadows that seem to come alive with the spirits of the past.

The Chamber of Resonant Awakening



As you step into this hexagonal chamber, your eyes are drawn to the intricate carvings and the faint glow of torchlight flickering against the stone walls.

The room is dominated by five large gongs, each etched with distinct images, arranged in a semicircle at the center. These gongs seem to hold a significant place within the chamber, inviting investigation.

Directly opposite the entrance, you notice a large, ornate plaque set into the floor, its surface inscribed with ancient writing that appears to tell a story or provide a clue. The air is heavy with the scent of dust and age, and you can almost feel the weight of history pressing down upon you.

Finally, positioned evenly along the walls are four statues, each depicting a robed figure blowing a horn, as if heralding the arrival of something or someone important. Their stone faces are weathered but still convey a sense of solemnity and purpose.

If the party investigate the Plaque, read the following:

From a comet's descent, a hero arose,

With a short sword, the enemies he opposed.

Allies he gained with a firm handshake,

Through the shining sword, his legacy spake.

To the final rest, the sarcophagus keeps,

The hero's tale, eternal he sleeps.

If the party investigate the gongs, read the following:

As you approach the gongs, you notice the intricate craftsmanship that has gone into their creation. Each one is a masterful piece of art, etched with detailed imagery that tells a part of Lord Davenmor's story.

If you take a closer look at each gong:

- **The first gong (1) depicts a shining sword, raised triumphantly. The blade seems to gleam even in the dim light, symbolizing a moment of glory.**
- **The second gong (2) shows a comet streaking across the sky, its tail blazing a path of light through the darkness, marking the beginning of a legend.**
- **The third gong (3) reveals a sarcophagus, sealed and somber, a symbol of final rest and eternal memory.**
- **The fourth gong (4) features a sword, gleaming and ready for battle, representing the hero's readiness and valor in combat.**
- **The fifth gong (5) displays two hands clasped in a firm handshake, signifying the forging of alliances and the bonds of friendship.**

The order in which to strike the gongs becomes apparent from the riddle inscribed on the plaque:

1. **The comet**, marking the hero's rise **(Gong 2).**
2. **The sword**, symbolizing the hero's battles **(Gong 4)**.
3. **The handshake**, representing the alliances made **(Gong 5)**.
4. **The shining sword**, depicting the hero's legacy **(Gong 1)**.
5. **The sarcophagus**, denoting the hero's final rest **(Gong 3)**.

Failing to strike the gongs correctly will set off the trap.

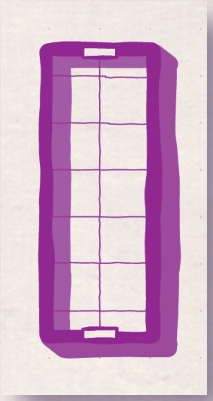
Trap: If the gongs are struck out of sequence the statue's Horns let off a painful noise that deals **1d6 thunder damage** to the party and resets the sequence.

If they strike the Gongs correctly, read the following:

The last gong sounds, filling the chamber with a resonant tone followed by a deep rumble. The floor beneath you vibrates slightly, and the walls seem to shiver with the awakening of long-dormant mechanisms. Slowly, the heavy stone door at the far end of the room begins to grind open, revealing a shadowed staircase that beckons you down into the depths of the mausoleum.

The Checkered Hall

As you descend the stone staircase, the air grows colder, and a sense of foreboding settles over you. At the bottom, you find yourself in a dimly lit hall, about 30 feet long, with a checkered floor made of black and white tiles. The walls are adorned with bas-reliefs depicting the noble ancestors of Lord Davenmor, their stern faces watching your every move.



Lighting: Dark, Dim light, with flickering shadows if the party lights torches.

Sound: The occasional creak of old wood and the distant sound of dripping water echo through the hall.

Traps: The Hall contains a devious trap involving hidden pressure plates in the black tiles that fire dart mechanisms hidden in the bas-reliefs. This trap is designed to test the caution and perception of those who attempt to pass through.

Trigger: Stepping on a black tile activates the pressure plate.

Effect: Dart mechanisms hidden in the bas-reliefs fire darts at anyone standing on or near the black tile.

Damage: Each affected character must make a **DC 13 Dexterity saving throw**. On a failed save, the character takes **1d6 piercing damage**; on a successful save, they take half damage.

Detection:

- **If Characters are not aware of the traps**, the **DM must roll a d20 secretly at the start of each movement per turn**. On a **roll of 10 or higher,** the character successfully avoids stepping on a black tile (pressure plate).

- **Once a character is aware of the trap**, they can make a **DC 10 Wisdom (Perception) check** to notice and avoid the pressure plates as part of their movement.

- **Alternatively, if they specifically state that they are avoiding the black tiles**, they can make a **DC 5 Dexterity saving throw** instead.

Skeleton Guardians:

Towards the end of the hall, near the entrance to the next chamber, two skeletal figures stand guard. Animated by dark magic, they wield rusty swords and shields.

These creatures were animated by Dolman Crek, and ordered to defend this entrance.

Stats: Use the standard skeleton stats. **[MM p272]**

Position: The skeletons are stationed near the end of the corridor and **will attack anyone within 10 feet of the door**.

Possible Tactics:

- The party can try to move cautiously, avoiding the black tiles and thus the pressure plates.

- They can attempt to disable the trap by making a **DC 15 Dexterity (Sleight of Hand) check** on the pressure plates and the dart mechanisms.

- Engaging the skeletons while avoiding the traps adds an extra layer of strategy.

Closing:

Having navigated the treacherous Hall, you reach the end of the corridor. The air is thick with dust, and the echoes of your footsteps fade into the distance. Before you stands a large, ornately carved door, its surface covered in ancient runes and depictions of battles long past.

Main Crypt

The heavy stone door grinds open, revealing a grand crypt shrouded in a cold, musty ground mist. The chamber is vast, with high, vaulted ceilings adorned with fading frescoes depicting billowing clouds, twinkling stars, and a comet streaking across the night sky. Marble sarcophagi line the walls, each intricately carved and bearing the likeness of the noble within.

In the center of the room stands a life-sized statue of Lord Davenmor, with remarkable detail, his stoic gaze looking upward. In one raised hand, he holds a chalice, and in the other, a sword.

In one corner of the Crypt, a large hole lies among a group of desecrated sarcophagi. It appears that someone, or thing has been here before. It appears to be the exit point of a tunnel and the source of the foul smelling mist.

The Statue of Lord Davenmor:

Description: The chalice in Davenmor's hand appears empty at first glance, but upon closer inspection, a small hole can be seen at it's bottom.

DC 15 Perception check will reveal "scapes" at the base of the statue which are signs of it's secret purpose.

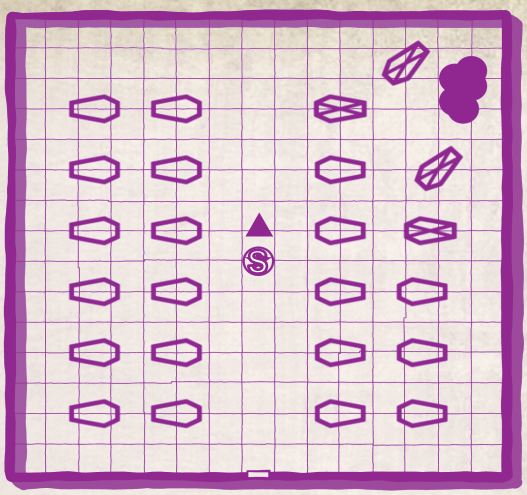
Mechanics: Pouring any liquid into the chalice causes it to drain through the hole, triggering the statue to slide backward and reveal a hidden staircase leading down. **(see Lord Davenmor Tomb)**

Desecrated Sarcophagi:

Description: Several sarcophagi in one corner of the room have been broken into, their contents strewn about the chamber. Bones and burial shrouds lie scattered on the floor, evidence of past desecration.

DC 12 Perception check will reveal claw marks in the floor, near the edge of the tunnel, and that the bones have been knawled on.

Significance: The desecration of these sarcophagi hints at the presence of ghouls or other creatures in the area, adding to the sense of danger and foreboding in the crypt. **(see Ghouls Lair)**



Treasure: For the 'Greedy' Player

Here's a Random List of Treasure:

(Roll 1d12)

1. **Clockwork Bird:** A small, intricately designed mechanical bird that chirps when wound up.
2. **Cursed Amulet:** A tarnished amulet that gives off an eerie aura and whispers unintelligible words.
3. **Preserved Finger:** A mummified finger wrapped in silk, perhaps once belonging to the noble or a servant.
4. **Glass Eye:** A realistic glass eye that seems to follow the viewer's movements.
5. **Sealed Love Letter:** A sealed envelope containing a love letter written in an unknown language.
6. **Bone Dice:** A pair of dice made from human bones, with strange symbols instead of numbers.
7. **Vial of Blood:** A small, stoppered vial filled with dark, coagulated blood.
8. **Mystery Key:** A rusted, ancient key with no apparent lock or door to fit.
9. **Jeweled Dagger:** A finely crafted dagger with a jeweled hilt **(worth 50 gp)**.
10. **Gold Ring:** A simple yet elegant gold ring **(worth 25 gp)**.
11. **Silk Scarf:** An exquisite silk scarf embroidered with silver thread **(worth 15 gp)**.
12. **Silver Mirror:** A small hand mirror with a silver frame **(worth 30 gp)**.
13. **Pearl Necklace:** A delicate necklace with small pearls **(worth 75 gp)**.
14. **Decorative Comb:** An ivory comb inlaid with mother-of-pearl **(worth 20 gp)**.
15. **Signet Ring:** A gold signet ring bearing the noble family's crest **(worth 35 gp)**.
16. **Embroidered Gloves:** A pair of fine leather gloves embroidered with gold thread **(worth 10 gp)**.
17. **Ornate Brooch:** A brooch shaped like a rose, encrusted with tiny rubies **(worth 40 gp)**.
18. **Antique Coin:** A rare and valuable coin from an ancient kingdom **(worth 50 gp)**.
19. **Silver Goblet:** A beautifully engraved silver goblet **(worth 25 gp)**.
20. **Scroll Case:** A silver scroll case containing a deed to a small plot of land **(worth 100 gp to the right buyer)**

Note: Graverobbing would be concidered a crime in the eyes of the Doomguides, and Neverwinter Guard.

Ghouls Lair

Description: The tunnel from the main crypt leads into a dank, cavern filled with the stench of decay. The air is thick and musty, carrying the foul odor of rotting flesh.

Bones and remnants of past victims litter the floor, scattered among patches of mold and fungus. The walls are slick with moisture, and the only light comes from a faint, eerie glow that seems to emanate from the very stone itself.

Dark humanoid shapes lurk in the shadows, their eyes gleaming with hunger and malice. They move with a feral grace, their movements silent and predatory. The sound of their rasping breath echoes off the walls, sending a chill down your spine.

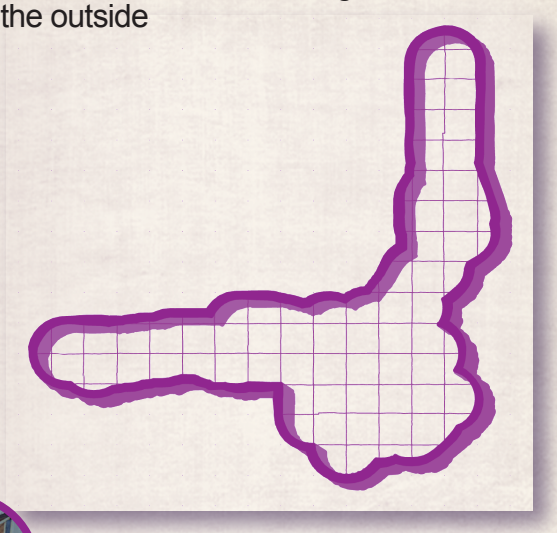
In the center of the lair is a large, grotesque mound of debris and bones, serving as a makeshift nest for the ghouls. The remains of their victims are strewn about haphazardly, some partially consumed and others left to rot.

Encounter:
The party will face 3 ghouls **([MM p148] Adjust the number to 2 for 4 players, 4 for 6 players)**. The ghouls will use their paralyzing touch and the darkness to their advantage, attempting to paralyze and devour the adventurers.

Terrain: The uneven ground makes it difficult terrain.

Treasure:
- A small pouch containing 45 copper pieces, 22 silver pieces, and 3 gold pieces,
- Wrapped in a dirty cloth, a small, uncut garnet worth 10 gold pieces
- A tarnished silver locket with a faded portrait inside, worth 15 gold pieces to the right buyer
- A vial of glowing blue liquid, identified as a **potion of healing**
- A small, intricately carved figurine of a dragon, possibly of sentimental value rather than monetary
- A set of ivory dice, slightly chipped but still usable, with a leather pouch.

Conclusion: Once the ghouls a defeated the party may explore their 'nest' and the northern tunnel. The northern tunnel goes 50' and exits to the outside



Alternate Encounter:

Vorthrak the Cunning

Background: Vorthrak, a young black dragon wyrmling [MM p88], is cunning and ambitious. Drawn to the dark and damp confines of the Neverdeath Cemetery, Vorthrak seized an opportunity to take over a ghoul's lair, destroying it's undead inhabitants, and seizing the treasures they gathered from nearby tombs

He has just finished exploring the tunnel into the Mausoleum before the Party entered, and will not investigate any noises from the crypt, unless the Party enters his lair.

Treasure: Roll 6 additional time on the Random List of Treasure.

Vorthrak's Traits:

- **Ambitious:** Vorthrak is determined to carve out a realm of his own, even at his young age.
- **Cunning:** He uses his environment to his advantage, using the terrain to surprise and weaken his foes.
- **Territorial:** Fiercely protective of his new lair, Vorthrak does not tolerate intrusions and will fiercely defend his domain.

Lord Davenmor Tomb

As the party steps into the final chamber of the mausoleum, they are met with a solemn sight.

Description:

The room is a large, square chamber, 50 feet by 50 feet, with a high, domed ceiling reaching 15 feet at its apex. The ancient, weathered stone walls are adorned with 64 niches, each bearing the Davenmor family crest, arranged in an 8x8 grid. The niches stretch from floor to ceiling, creating a grid-like pattern that adds to the room's imposing atmosphere.

The floor is made of cold, hard stone, devoid of any markings. In the center of the room stands a stone sarcophagus, ornately carved with intricate designs and symbols of Kelemvor, the god of death. The sarcophagus is the only feature breaking the monotony of the otherwise empty floor space.

The room is dimly lit by flickering torches mounted on the walls, casting eerie shadows. The air is thick with the scent of dust and decay, adding to the somber atmosphere of the chamber.

At the far end of the room, opposite the entrance, stand an identical statue of the one in the Main Cyrpt, standing next to it, was Dolman Crek, the Thayan Red Wizard. His red eyes gleam with malevolent intent as he watches the you enter. Next to him stands a pair of undead minion, zombie gnolls wielding spiked clubs. At Dolman's feet, Doomguide Brennar, bound and wounded but conscious. *"Fools! You dare to challenge me, you are too late. You will all fall before my power!"* With a swift motion, he gestures to the zombie gnolls, and they raise their spiked clubs.

Roll for Initiative!

Combat Mechanics:

Dolman Crek's Strategy:

Initial Setup: Cast Mage Armor before combat if possible.

Attack: Start with Scorching Ray or Magic Missile to target the most threatening PCs.

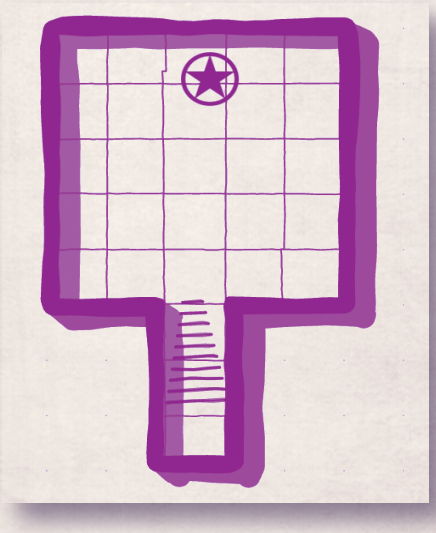
Defensive Moves: Use Shield in response to being attacked, Misty Step to reposition if cornered.

Control: Hold Person on a key target to incapacitate them.

Zombie Gnolls' Strategy:

Engage in Melee: Target the nearest PCs with their spiked clubs, until destroyed.

Outcome: The encounter ends when Dolman Crek and the zombie gnolls are defeated, or if the party chooses to retreat or are defeated.



Solving the Puzzle:

To open the tomb, a small amount of fresh blood, from a **"A Herald of Kelemvor"** namely Doomguide Brennar. Once the blood is introduced into the Statue's Chaliss, a riddle will appear on the Davenmor's Sarcophagus.

"I'm a special number, prime and fine.
◆
Between 1 and 64, my place aligns.
◆
Unlucky they say, in many a tale,
◆
Find me among Kin, I'll never fail."

Riddles answer is 13

The party needs to identify niche number 13 based on the clue.

DC 10 Perception check allows them to clearly see the numbering on each niche.

Triggering Traps: Opening any niche except 13, triggers a deadly trap, **as described below**.

Rewards:
Successfully finding niche 13, and depressing the Crest, opens the central sarcophagus revealing the remains of Lord Davenmor and a lead cask **(the Artifact)**.

***Traps:** Roll **1d6** for the Type of Trap

- **1-2: Poison Darts: DC 15 Dexterity saving throw**, taking **4d6 poison damage** on a failed save, or half as much on a successful one.
- **3-4: Lightning Strike: (10 ' Radius}: DC 15 Dexterity saving throw,** taking **4d10 bludgeoning damage** on a failed save, or half as much on a successful one.
- **5-6: Magical Explosion (20' Radius) : DC 15 Dexterity saving throw,** taking **6d6 fire damage** on a failed save, or half as much on a successful one.

***Before the players attempt anything, inform them of the lethal nature of the trapped niches. Make sure they understand the high risk involved in choosing the wrong niche.**

Conclusion:

As the dust settles and the eerie silence of the mausoleum returns, the party stands together, having achieved a significant victory against the forces of Evil. And now in your possession, a mysterious Lead Casket, what lies within, and why are the Thayans after it?

These question plague your thoughts as you leave the Masoleum. Doomguide Brennar, though still weak, manages a proud smile. *"You have done well, my friends,"* he says, his voice filled with gratitude and respect. *"The forces of Thay have been thwarted, and their prize now lies in the protective custody of the people of Neverwinter. But I fear your quest has just begun.*

You emerge into the cool night air of Neverdeath Cemetery. The stars shine brightly overhead, and a sense of calm washes over you.

You find Sergeant Knox at the Gravewatch, a look of relief and pride on his face. *"Well done, all of you,"* he says, clapping each adventurer on the shoulder. "You've struck a blow against the Red Wizards of Thay and protected Neverwinter from a great threat. But we cannot rest on our laurels. We must discover what lies within this mysterious casket, and what the Thayan wanted with it"

You all nod in agreement, ready to face whatever challenges lie ahead. You have proven yourselves as a formidable team, and your bond has only grown stronger through the ordeal.

As you walk back to the city, the Moonstone Mask in the distance offers a warm and welcoming glow, a reminder of the comforts of civilization. The promise of rest, fellowship, and perhaps a few well-deserved drinks awaits you.

For now, you can take pride in your accomplishments and look forward to the next chapter of your epic quest.

"And so, our brave Heroes, have taken the first step in a journey that will test their mettle, their resolve, and their unity.

And together, they will face whatever comes their way."

The End...for now.